

SEGA™



MIDWAY



SEGA SATURN™

T-9703H



MIDWAY



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.
Arcade's Greatest Hits™ ©1996 Midway Home Entertainment Inc. All rights reserved. Defender ©1980, 1990, Defender II ©1981, 1990, Joust ©1982, 1990; RoboForce 264 ©1982, 1990; Strider ©1982, 1990; Galaxy Force ©1983, 1990 Williams Electronics Games, Inc. All rights reserved. Defender, Joust, RoboForce, 264, Strider and RoboForce are registered trademarks of Williams Electronics Games. Midway® is a registered trademark of Midway Games Inc. Used by permission. Developed by Digital Eclipse Software, Inc. Published software ©1995, 1996 Digital Eclipse Software, Inc. Digital Eclipse® is a trademark of Digital Eclipse Software, Inc.

This game is licensed for use with the Sega Saturn system only. Security Program ©SEGA 1994 All Rights Reserved.
Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

• **HANDLING YOUR COMPACT DISC**

- The Sega Saturn™ disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn™ compact disc.
- Keep your Sega Saturn™ compact disc clean. Always hold it by the edges and keep it in its case when not in use. Clean with a lint-free, dry soft cloth — wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



• **WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM**

- A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights.
- Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

• **WARNING TO OWNERS OF PROJECTION TELEVISIONS**

- Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



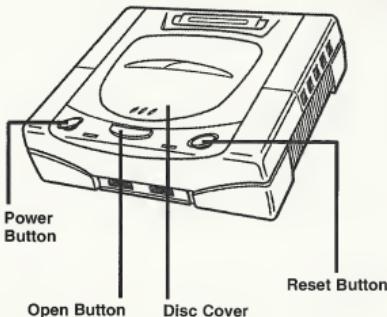
This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

TABLE OF CONTENTS

• SETTING UP	2
• GAME SELECTION	3
• IN GAME OPTIONS	4
• GAME HISTORY	6
• MEDIA GALLERY	7
• CONTROLLING THE GAMES	8
• ROBOTRON	8
• JOUST	9
• DEFENDER	10
• DEFENDER II	10
• BUBBLES	11
• SINISTAR	11
• CREDITS	12
• WARRANTY	13

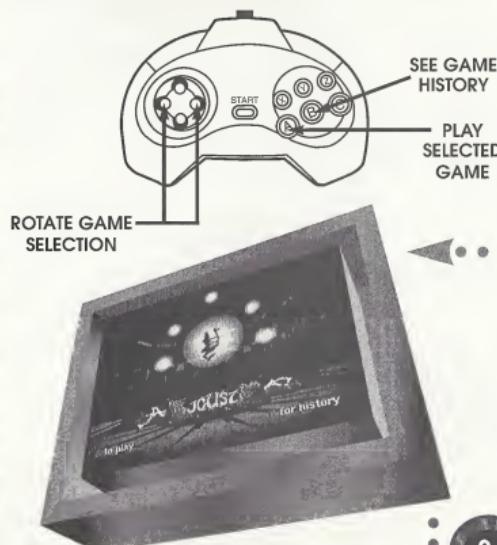
SETTING UP

1. Set up your Sega Saturn™ Game System according to its instruction manual. Plug in a Control Pad.
2. Insert the Arcade's Greatest Hits disc and close the CD door.
3. Turn the Saturn game system On. Following the opening screens, press the **Start Button** to go directly to the Main Menu.



2

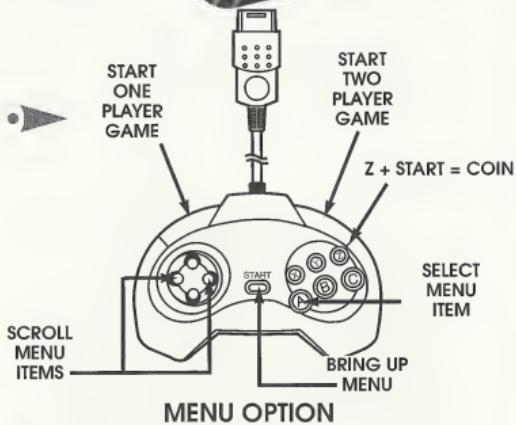
After the game intro you will be in the Arcade Room, this is where you select which of the classic games you wish to play. Use the controls indicated below to select a game. If you wait a few seconds before selecting a game, a demo of the highlighted game will run. Press **Any Button** to end the demo.



3

IN-GAME OPTIONS

- After the game has loaded, use the controls indicated below to select the various options.



4

MENU OPTIONS

CONTINUE: Select this to continue game play.

EXIT: Select this to exit game.

SAVE HIGH SCORE: Use this to save scores and settings.

There is also a list of all the other games. You can select one to exit your current game and start a new one.

ORIGINAL GAME CONTROLS

While the game is in Attract Mode, you can press the Y, A and **START Buttons** together and see special screens previously visible only to Arcade Operators!

BOOKKEEPING SCREEN: Check out how well your customers have been playing!

GAME ADJUSTMENTS SCREEN: Here you can control everything from how much the game costs per play to the number of extra plays!

Except for Defender, this can also be done while you are in an active game. It will, however, throw you out of the game and send you back to the Attract Mode.

REMEMBER: If you turn off free play, you will not be able to play.

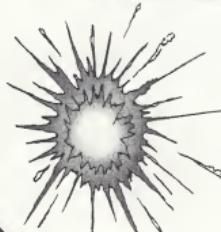
NOTE: In all games except Joust, two players must share Controller #1.



5

GAME HISTORY

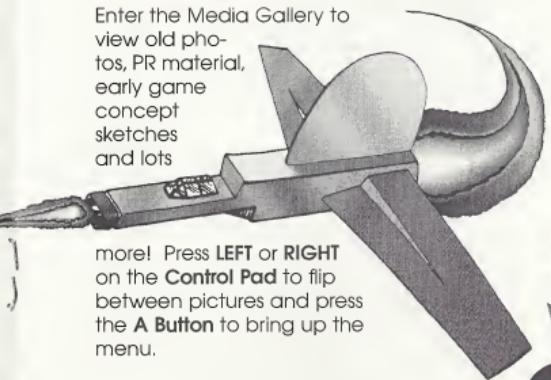
- Ever wonder how these games were developed?
- Check out Game History and get the real story behind your favorite game! Press UP or DOWN on the **Control Pad** to scroll through the text. If you press the **START** or **A Button**, a menu will pop up giving you a variety of subjects from which to choose.
- Press UP or DOWN on the **Control Pad** to change your menu selection and then press **START** or the **A Button** to make a selection.



MEDIA GALLERY



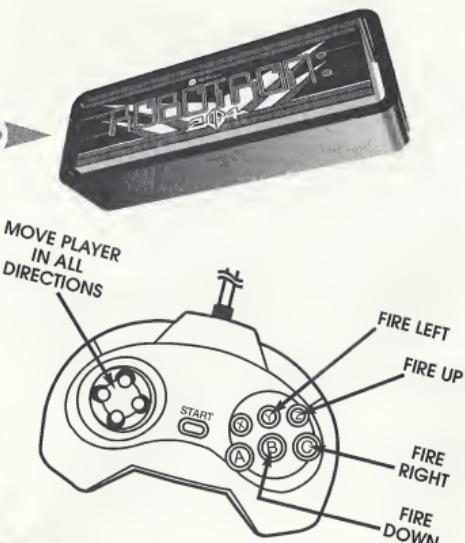
Enter the Media Gallery to view old photos, PR material, early game concept sketches and lots



more! Press LEFT or RIGHT on the **Control Pad** to flip between pictures and press the **A Button** to bring up the menu.

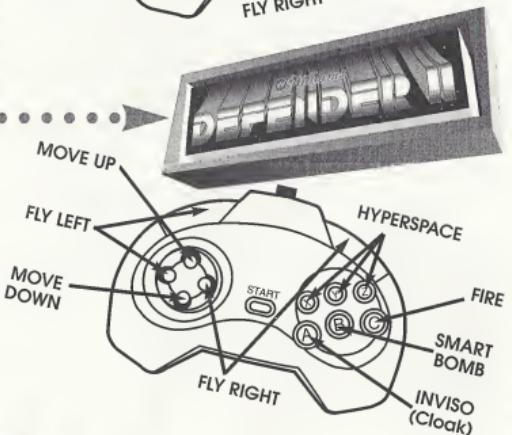
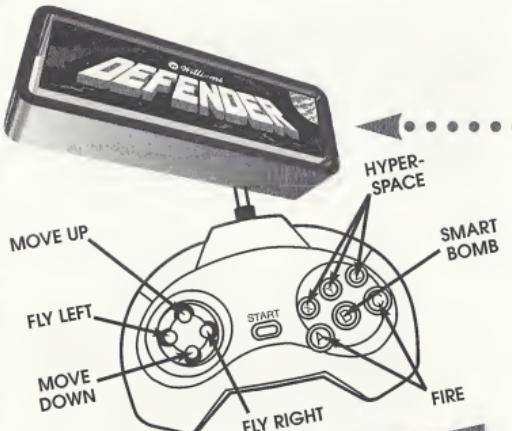
CONTROLLING THE GAMES

The following diagrams show you how to control game play for hours of fun!



NOTE: Joust
may be played
head-to-head
using both
controllers
simultaneously!





CREDITS

DIGITAL ECLIPSE TEAM

DEVELOPED BY DIGITAL ECLIPSE SOFTWARE, INC.

PROGRAMMING

Dan Filner

EXECUTIVE PRODUCER

Andrew Ayre

ASSISTANT PRODUCER & ARCADE HARDWARE GURU

Jeff Vavasour

ANIMATION & ARTWORK

Midnight Design

HISTORY & VIDEO INTERVIEWS

Jon Bradley Snyder, Chris Charla
Flying Rhino Productions

SPECIAL THANKS

George Phillips, Peter Phillips,
Todd Frye and Tim Mersch

MIDWAY HOME ENTERTAINMENT TEAM

ASSOCIATE PRODUCER

John Stockey

PRINT DESIGN & PRODUCTION

Debbie Austin, Shawn Murphy, Dave Young,
Jon Mongelluzzo and Robert Shepherd

WILLIAMS ENTERTAINMENT TESTING

John Ubalde, Jason Shigenaka, William Sutjadi,
and Ross Deynata

SPECIAL THANKS

Michael Rubinelli, Jim Flaharty, Michael Gottlieb,
Kathy Progar, Herb Galindo & Ron Zaragoza



WARRANTY

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE MIDWAY HOME ENTERTAINMENT INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS MIDWAY HOME ENTERTAINMENT INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

MIDWAY CUSTOMER SUPPORT

903 874-5092

10:00am - 6:30pm - Central Time
Monday - Friday

MIDWAY HOME ENTERTAINMENT, INC.
1800 SOUTH HIGHWAY 45
CORSICA, TX 75110

Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076 Europe Nos. 80244; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999